SNS-ARWE-USA

INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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Thank you for selecting the Super Mario RPG: LEGEND OF THE SEVEN STARS™ * Game Pak for the Super Nintendo Entertainment System®. Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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SUPER MARIO RPG™ *

LEGEND OF THE SEVEN STARS

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Welcome to the world of Super Mario RPG!

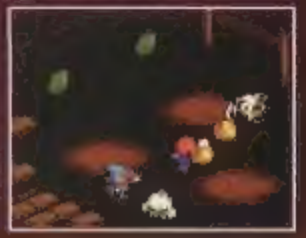
HI! HOW'S IT GOING?

IT LOOKS LIKE MARIO IS GETTING READY FOR ANOTHER ADVENTURE. HE DOESN'T NEED MY HELP THIS TIME. I'M JUST GONNA HANG OUT BEHIND THE SCENES HERE IN THE MANUAL AND GIVE YOU SOME POINTERS!

It's a whole new RPG filled with twists and turns!

This isn't your typical role-playing game. It's got a lot of new twists! During battles, Mario can jump repeatedly or knock out enemies with a barrage of fire!

Battles are fought with commands. Power up with "Action Commands" (see page 30 for more info).



Action Packed

All sorts of things can be found during the game. Events like the mining car ride or the Yoshi race are a blast! Prepare yourself for loads of action and fun!

All sorts of hidden goodies.

During the game, there are so many cool things to find, like floating treasure boxes or Trampolines. Of course, there are pipes, teeter-totters, cannons and donut blocks, too!

The Story Begins...

One day, while visiting Mario, Princess Toadstool was picking flowers in his garden...

Suddenly, out of nowhere, Bowser appeared and grabbed the Princess again! (Like you'd expect anyone else to?)

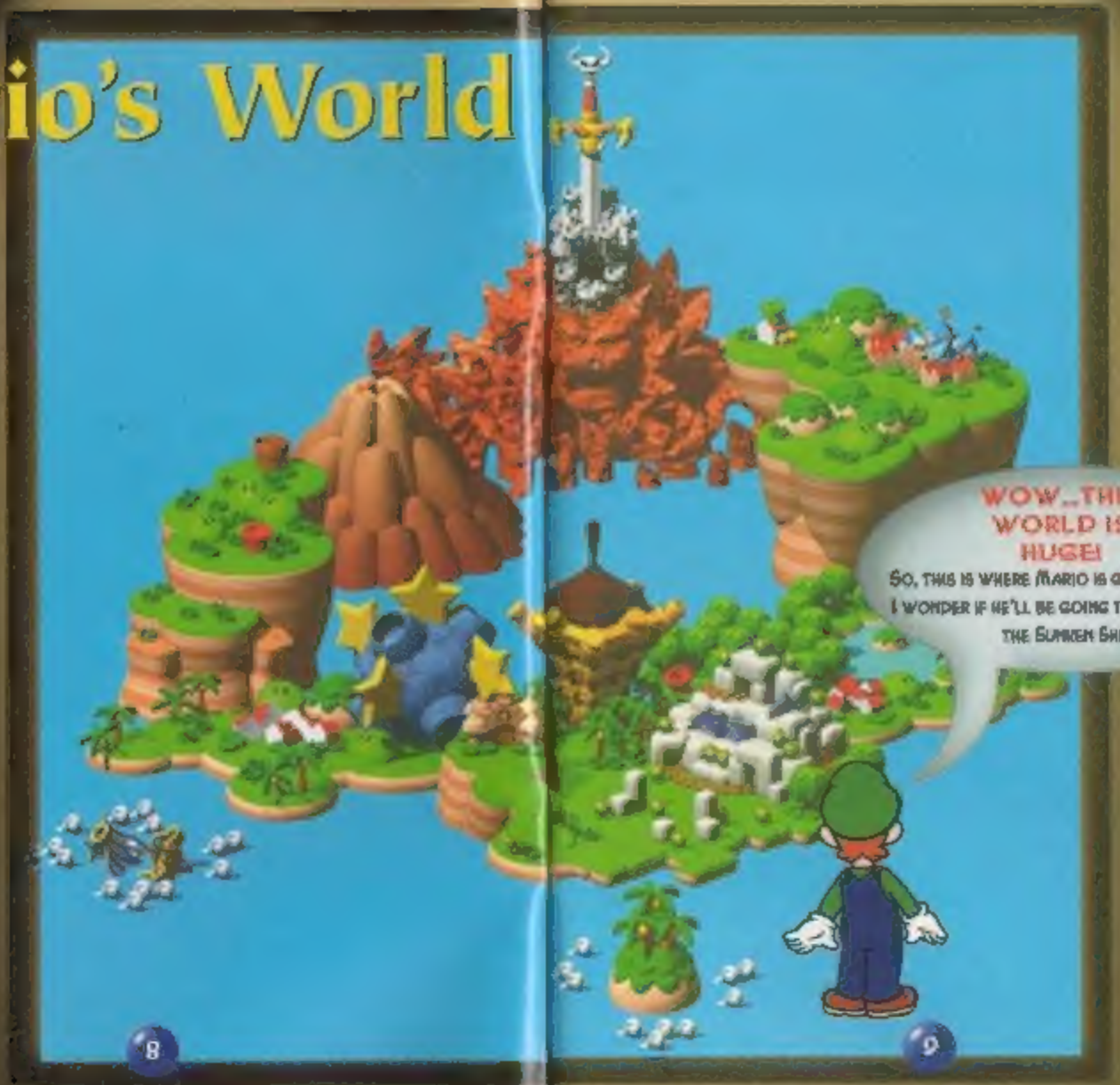
Mario, hearing Toadstool's scream for help, sped off alone toward Bowser's Keep.

After Mario trounced Bowser for the millionth time (this time they fought on one of Bowser's chandeliers), everyone felt Bowser's Keep beginning to shake!

A HUGE sword crashed into Bowser's Keep! What's gonna happen now?

Mario's World

This is the world where Mario and his friends will travel. Bowser's Keep is that thing in the middle with the giant sword sticking in it! Hurry Mario! Get a move on!



Using the Controller

L and R Button

At the beginning of the game, you can select either Stereo or Mono by pressing the L and R Buttons.

+ Control Pad

Moves Mario in 8 directions. Also moves cursor on subscreen.

Select

Switches between Mono and Stereo (before gameplay begins).

Start

Starts game.

X Button

Pressing the X Button during gameplay will access the menu screen. Please see page 20 for more information.

A Button

Allows Mario to communicate with someone, confirm selections or check something out.

B Button

Allows Mario to jump. It is also used as a cancel command on the menu screen.

THIS IS HOW YOU USE THE CONTROLLER ON THE MAP OR GAMEPLAY SCREEN, BUT NOT HOW TO USE IT DURING BATTLES. PLEASE SEE PAGE 25 FOR MORE INFORMATION.

Y Button

When Mario is moving, hold the Y Button to make him move faster.

Controller 2 is not used.

Starting and Saving a Game

Correctly insert the Super Mario RPG Game Pak into your Super Nintendo Entertainment System and move the "POWER" switch to the "ON" position. When the title screen appears, press START to move to the next screen.

Starting from scratch

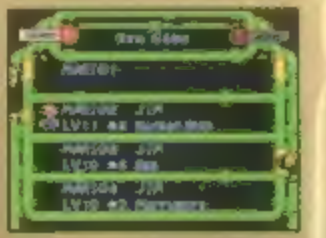
On the title screen, press either START or the A Button to access the screen on the right. With the + Control Pad, move Mario to the top to select "New Game," then press either START or the A Button.

Entering a file name

Move the cursor with the + Control Pad and select a letter by pressing the A Button (cancel with the B Button). This is for SAVE files only. You can't change Mario's name.

Start from where you left off

When playing a saved game, move Mario to the desired SAVED FILE using the + Control Pad, then press the A Button. The current level, location and number of star pieces collected are displayed.

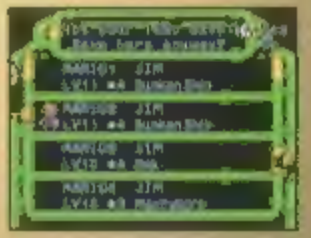


Saving your game

When you want to take a break, save your progress by jumping on the Save Block shown on the left and turning the power off. Remember to save often!

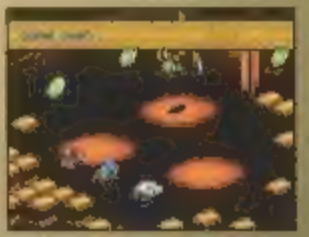
Save

If Mario jumps on the Save Block, like the one shown above, a save screen will appear. Select the file you want to save and press the A Button. There are four save files. If you save in a different file, this message will appear at the top of the screen.



Game over

If Mario and his friends' HP drop to zero during battle, the game is over. You will then return to the last saved point.



Keep your experience points!

When the game is over, you'll return to the last save point. Anything that happened after that point will have to be done again (this includes all coins and items found). However, all experience points accumulated will remain.

Gameplay Screens and Treasure Boxes

Find out how it all works here!

Overworld Screen

This is the screen where all communication takes place and where all monsters appear. Look for projections on the edge of the screen to move to the next area.

Map Screen

When you finish an area, you'll go to the map screen. Areas that Mario can access are indicated by a red dot. Move Mario to the desired area with the + Control Pad and press the A Button.

About Treasure Boxes

There are treasure boxes everywhere (houses, caves, etc.) and their contents work immediately. In these boxes, you'll find...

Mushrooms

Refills the party's HP and FP level.

Flowers

Increases maximum value of FP (Flower points) by one.

Map

About Frog Coins

In this world, there are many hidden green frog coins. Collect them to buy some cool stuff.

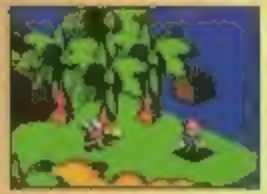
Some items can't be bought at regular stores. Spend your frog coins wisely.

Stars

You'll be invincible for a short time. All enemies that touch you will be instantly defeated.

Coins

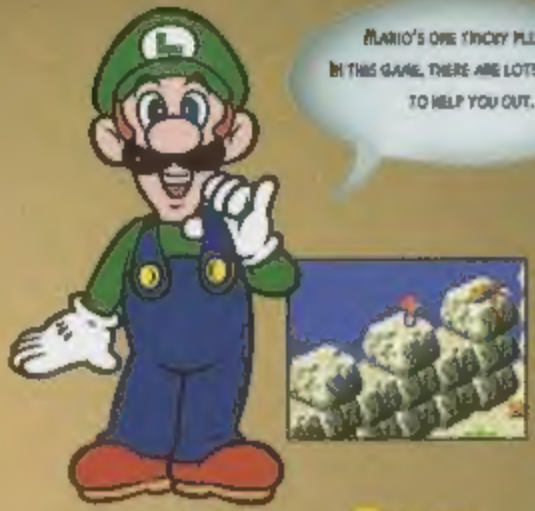
Money, cash, moolah. You're gonna need it to buy weapons or items. Small coins are worth one, big ones are worth ten.



Jump and hit the treasure box from below to receive what's inside. Boxes with no "?" mark are empty.

Mario in Action!

Time to learn some really cool tricks!



There are some places that require you to make a running jump.

Board

A panel floating in the air. Some of them move all sorts of ways. Watch their patterns, then hop on board!

Spinning Flower

A flower that spins. If you hop on it and jump, Mario will spring in the direction he faces.

Trampoline

The one on the left is a warp trampoline that takes you to another area. The one on the right is a smile trampoline that lets Mario jump REALLY high.

Pipes

Jump on top of a pipe and press ↓ on the + Control Pad. You'll descend to the underground (or to other areas). Some tree stumps can also be used as pipes.

Pot Cannon

Enter a pot cannon the same way you'd enter a pipe. Press the B Button to jump out. If you time it right, you'll jump farther!

Donut Block

If you've played other Mario games, then you probably remember Donut Blocks. Don't stand on them too long or they'll fall!

More Tricks!

Teeter Totter

Hop on the open side. If you stand on it while it's down, when another character lands on it, Mario will...

Switch

These switches are a mystery. Step on them and something will happen. Have fun figuring this one out!

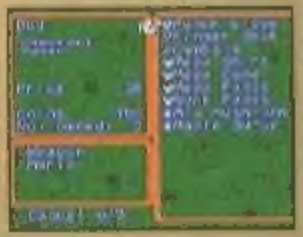
Shopping Guide

Like other RPGs, this game has inns and item shops. Talk to the shop owner and listen to what he has to say.

Inns

Shops with Star signs above them are inns. If you spend the night there, all of your HP and FP will be completely recovered. Inn fees vary from place to place. After spending a night, press the B Button to jump out of bed.

Tool Shops



BUYING
Select "Buy," then move the cursor to the desired product. On the left side of the screen, you'll see that item's price, effect and who can use that item. Press the A Button to confirm your selection.

SELLING
Select "Sell" to sell items or weapons. Move the cursor to the desired item/weapon. The selling price will be displayed on the left side of the screen. Press the A Button to confirm your selection.

EQUIPMENT
You can equip stuff here, too.

Special Shops

As the game progresses, shops which you couldn't get into before in some towns will be accessible. It's a good idea to visit previous towns to make sure that you've visited every shop.

Treasure Shop

This shop sells rare items. If you find this store, you might want to visit once in a while.

Drink Shop

A members-only store. If you don't have a membership card, you won't get much here. The better the card, the better the drink!

Mushroom Shop

This shop is for those who like rare mushrooms. If you offer a mushroom, and it's a rare one, you can exchange it for items.

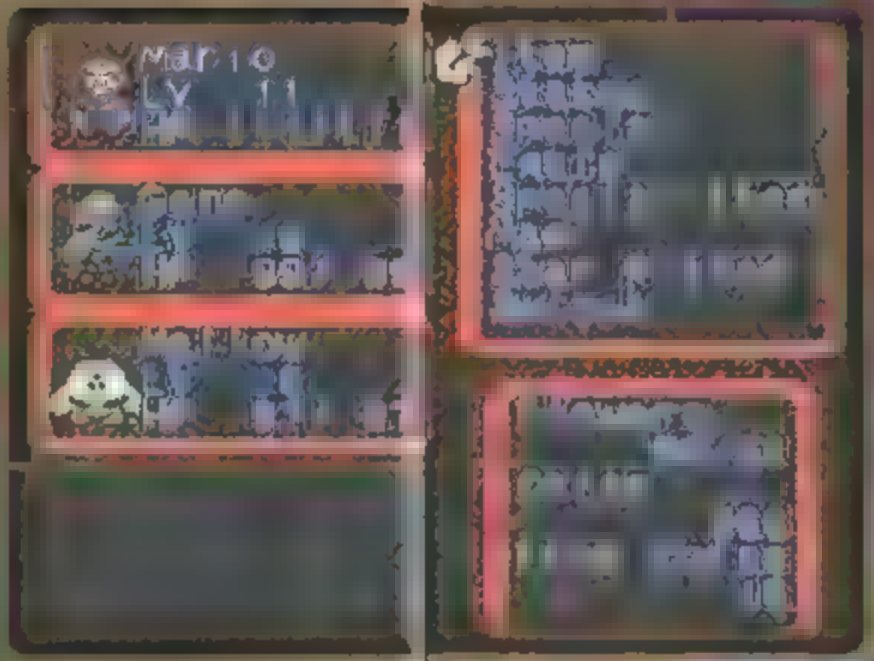
Beetles Are Us

Buy a beetle box, catch a beetle, and take 'em to this shop. They can be exchanged for coins or frog coins.

Menu Screen

LV
Displays character's current level.

HP
Current HP is displayed on the left. Maximum HP is displayed on the right.



Flowers
Flowers are needed to perform "special" commands during battle. Current FP is on the left while maximum FP is on the right.

Coins

Items

Special

Badges

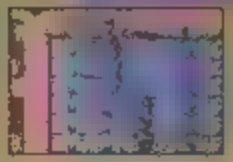
Special Items

Map

Star Pieces

Party

Using Items



To use an item, move the cursor next to the item you want to use and confirm by pressing the A Button. Place the item on the character who will use it, then press the A Button again.

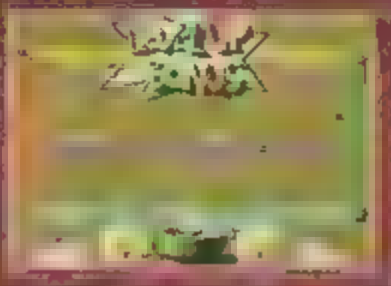
Check the Status

Shows the statistics for each character. When your party has more than three members, move the cursor up and down with the + Control Pad to see everyone's status.

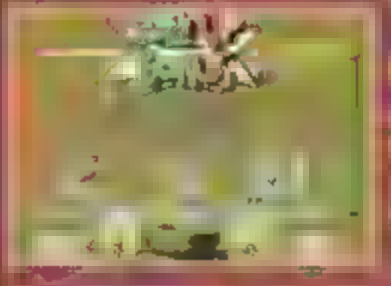
Speed	Higher numbers make you faster in [illegible]
Attack	[illegible]
Defense	This number shows how well you can defend against attacks.
Mg. Offense	[illegible]
Mg. Defense	[illegible]
Exp. Level	[illegible]
Next Level	[illegible]

When two numbers are displayed for each attribute, the top number shows the minimum number for that value, the bottom number shows the maximum number for that value (the maximum number will change if you equip a different item).

Level Up Bonus



[illegible] for defeating enemies in battle or by grabbing a Star. When [illegible] gets enough experience points, the following [illegible] will receive experience points. When the Level Up screen [illegible] ever will not increase.



[illegible] strength.

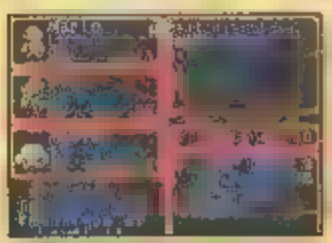
[illegible]

[illegible]

[illegible] increase.

Special Techniques

The Special Screen



- *Special techniques that characters have learned appear here.*
- *Current value / maximum value of FP appears here.*
- *Describes the function of the special technique that's highlighted.*

Using Special Techniques

When you want to use special techniques, other than during the battle, you use them on this screen.
Usable techniques are displayed in white. Select the technique then select the character you wish to use it on.

Equipping

Weapons, armor or accessories that a character can equip are displayed in white letters.

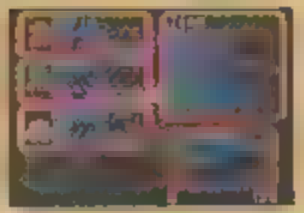
Unless you have them equipped, weapons, armor and accessories won't be effective. When you have more than three members in your party, move the cursor with the + Control Pad to check everyone's status.

Any status changes will be displayed in the bottom left corner for items that you wish to equip.

Special Items

Mario and his friends will find all sorts of important stuff. These items are usually pretty useful. Give the special items you find to the right person in exchange for some neat stuff!

Star Pieces



At first, you won't have access to this command, although it'll probably be real important later on in the game. Sorry, but that's all I'll tell ya.

Map

You just might get a map from someone. Mario's current location is shown by his picture.

Switch

When Mario's party increases to more than three, this command will appear. Up to three people can fight. Use Switch to change active characters (except Mario).

[illegible]

Battles are set up in a command style. You'll need to get used to several controller functions.

The active party members will be displayed. The face displayed will change depending on conditions (see p. 32 for more info). The number next to the face is the current value / maximum value of HP.

Whoever has this around 'em means it's their turn. Each button is a different command (A, B, X, Y). When you press a button, pressing it again will confirm the command (see pgs. 28-29 for more info).

[illegible] are recovery points.

Battle Commands

For battle commands, press the same button twice to confirm (any other button to cancel).

+ Control Pad

Used for selecting the enemy you want to attack, selecting special tricks, items and "Defense" or "Run away."

Special

Press the Y Button once to make special techniques appear. Select the technique you want to use, the enemy to use it on, and press the Y Button again to confirm.

The number of flower points necessary to use selected special technique.

Current flower point / maximum flower point.

List of special techniques. Techniques that can be used are in white.

Item

Press the X Button to display the list of items in your inventory. Press ↑ and ↓ on the + Control Pad to highlight an item. Press → and ← on the + Control Pad to flip through the pages. Press the X Button to select an item, then press the X Button again to use the item.

Attack

Press the A Button once. The enemy's name and weapon used for attack will appear. Select a different enemy with the + Control Pad. Press the A Button again to confirm.

Run

If you press the B Button once, "Defense Run away" will appear. Select either one and press the B Button to confirm. If you can't run from an enemy, the message "Can't Run" will appear.

If you press the A Button at the right time, you'll hit an enemy more than once!

Speed Up

When you defeat a monster, sometimes you'll receive a bonus flower. There are five different bonus flowers. See the chart below for more info.

Hp Max

Once Again

Attack Up

Lucky

Defense Up

Abnormal Conditions

Sometimes during battles, enemy attacks will have strange effects on one of your characters. Certain items can correct the problem right away.

Scarecrow

[illegible]

Poison

Being poisoned, HP will be gradually reduced

Silence

Characters affected won't be able to use the Y Button

Sleep

[illegible]

Mushroom

[illegible]

Fear

Characters affected will be scared. Offensive and defensive power will be cut in half

Meet the Cast

[illegible]

Mario

Everyone's favorite plumber! He'll do some serious damage with that jump of his! In fact, if you time your attacks just right, you can do a lot of harm!

Mario's special fire attack

Punch		
Hammer		
Shell		

Mallow

A froggie who was raised by the sage, Frogfucius. He doesn't look like a frog to me! Like Mario, time your attacks just right for extra damage!

Mallow's Weapons

Punch	At the right time, Mallow will [illegible]
Stick	If Mallow [illegible]
Cymbals	Mallow [illegible]

HP Rain	2	Recover the HP of one friend

Geno

A new hero who totes a mean gun and wears a stylin' cape! This is one doll you don't wanna mess with'

Action Command

Remember, press the A Button at

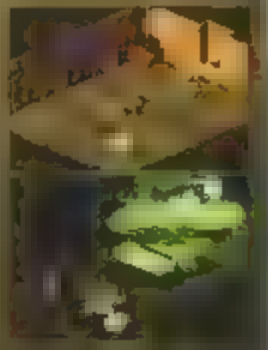
Punch	
Shot	

Bowser

Yep, Mario teams up with Bowser. These two archenemies have put aside their differences and joined forces. Let's hope this alliance sticks. Watch your back, Mario.

Action Command

Don't Miss



Bowser's Weapons

Time Bowser's attack just right and you'll do more damage!

Attack	Timing	Effect
Bare Hand		Slap an enemy with one of Bowser's big mitts
Chomp		Swing this sucker around in circles and damage one enemy
Hurly Glove		Pick up Mario and throw him at an enemy

Bowser's Special Attack

Name	[illegible]	Effect
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]

Item Information

Let's face it. If you're gonna go on a long journey, you're gonna need items. I can't tell you about all of the items. That would spoil the fun. Some items can't be purchased in shops.

Apple Juice

Recovers abnormal conditions during battle.

Honey Syrup

Recovers 10 FP. Maple Syrup recovers 40 FP.

Pick Me Up

Revives one character who collapsed during battle. HP will be completely refilled.

Mushroom

Recovers HP. Normal mushrooms recover 30 HP. Mid mushrooms recover 80 HP. These mushrooms are different from the ones you find in treasure boxes.

Pure Water

Destroys ghosts instantly.

Kero Kero Cola

Entire party's HP and FP are recovered.

Yoshi Candy

Recovers 100 HP for one character.

Yoshi Cookie

Use the cookie and Yoshi will appear, swallow an enemy, and turn that enemy into an item.

Fright Bomb

You'll scare one enemy. Offense and defense power will be cut in half.

On the MENU screen, check on how to use items you buy or find.

Frogfucius Says...

When you're stuck in a certain spot, visit Frogfucius in Tadpole Pond for advice.

LUIGI HAS GIVEN YOU SOUND ADVICE. PULL UP A TOAD-STOOL AND PARTAKE OF MY WISDOM. WITH MY HELP, YOU WILL GO FAR, GRASSHOPPER.

Sometimes, Mario cannot move when someone speaks to him. When that happens, press the B Button to jump. That person is just trying to see Mario's jumping ability.

You've come to a teeter totter, but you're not jumping high enough. What will you do? Try to find a higher point to fall from. You'll jump MUCH higher this way.

If you come to a spot that's too high to reach, or you see a treasure box that's too high to jump to, try to find a hidden platform. Like other Mario games, there are all kinds of hidden platforms or hidden treasure boxes waiting to be found. When in doubt, JUMP!

Unlike most role-playing games, everyone shares Flower Points. Make sure to always keep your Flower Points maxed out. Flowers that you find in treasure boxes automatically increase your maximum Flower Points. However, other flowers that you find, such as "Flower Tabs" or "Flower Jars" won't be useful to you unless you use it as an item. You can use these anytime except during battle.

On the Menu Screen, you can see how many experience points are needed for the next level, right? Remember the number, grasshopper, because when you reach the next level, your HP will be totally recovered.

LOOK FOR FROG COINS. THEY CAN BE USED TO BUY [illegible] GOOD LUCK.

Mini-game Madness

Melody Bay

Jump on a tadpole and make a melody! Someone here can give you a hint.

Moleville Mountain

It's a mining car race! Use mushrooms for an extra boost. Don't forget to use your brakes!

Beetle Race

Collect as many beetles as you can by jumping on them. Try to catch a Golden beetle!

Look for other mini games during your adventure. You can find some really neat stuff! Lotsa luck to you! Bye for now!

Important:

REV-B

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Warranty and Service Information:

REV-I

3-MONTH LIMITED WARRANTY

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Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

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You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

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